```cpp
1  #include "LoseState.h"
2
3  #include <iostream>
4  #include <conio.h>
5
6  #include "StateMachineExampleGame.h"
7
8  using namespace std;
9
10 LoseState::LoseState(StateMachineExampleGame* pOwner)
11     : m_pOwner(pOwner)
12 {}
13
14 bool LoseState::Update(bool processInput)
15 {
16     if (processInput)
17     {
18         int input = _getch();
19         m_pOwner->LoadScene(StateMachineExampleGame::SceneName::MainMenu);
20     }
21     return false;
22 }
23
24 void LoseState::Draw()
25 {
26     system("cls");
27     cout << endl << endl << endl;
28     cout << "            - - - - GAME OVER - - - -          " << endl <<
         endl;
29     cout << "              BETTER LUCK NEXT TIME       " << endl << endl;
30     cout << "            PRESS ANY KEY TO GO BACK TO MAIN MENU        " <<
         endl << endl;
31
32 }
```